

PET Game

“a cat lover’’s tale”

Version #[00]

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# VERSION HISTORY

* Version 0.0
  + Initial documentation

# I. GAME OVERVIEW

**PET Game** is a cozy mobile simulation game blended with light action and strategy, with optional **2-player co-op multiplayer**. Players begin with a small backyard and a single pet cat. The main goal is to **expand and personalize your shared cat yard**, collect unique cats, and build the ultimate feline playground—together or solo.

**Core Objectives**

* **Adopt and collect cats** by crafting toys, decorating your yard, and expanding your space.
* **Build and expand your shared backyard** to attract new cats and unlock advanced features.
* **Craft or purchase toys and structures** to enhance cat happiness and increase variety.
* **Venture into dungeon raids**, a fast-paced **loot extraction mode** where players must gather resources and escape before getting overrun.
* **Work together in co-op mode**, teaming up with a friend to coordinate yard upgrades, share loot, and support each other in dungeon runs.

**Core Gameplay Loop**

1. **Start with One Cat & a Tiny Yard**  
   Players begin the game with a small backyard and a single adoptable cat. This acts as the home base where cats relax, play, and interact with toys.
2. **Expand Your Backyard**  
   Use resources earned from dungeon raids to unlock more space. Each new section offers opportunities to place new toys and attract more cats.
3. **Craft & Purchase Toys**  
   Build a variety of playground toys and furniture that enhance your yard and improve cat happiness. Certain toys attract specific cat personalities or rarities.
4. **Go on Dungeon Raids (Loot Extraction Mode)**  
   Venture into action-packed, procedurally-generated dungeon runs. Gather loot, rescue rare toy materials, and extract safely before time or threats end your run. Cats may aid you passively with perks or special abilities.
5. **Attract & Collect New Cats**  
   New cats will visit based on the toys you place, yard layout, and your overall yard "vibe." Some cats stay permanently, while others come and go—collect them all in your Catdex.

**Key Features**

* **Cozy Base Building**: Personalize and decorate your cat yard using toys, decor, and terrain styles.
* **Loot Extraction Action**: Dynamic dungeon raids with risk-vs-reward decisions; extract loot before enemies swarm or traps trigger.
* **Cat Companions**: Over 100 unique cats with distinct personalities, abilities, and cosmetic variations.
* **Crafting System**: Gather rare materials to craft toys, upgrade furniture, and unlock higher-tier areas.
* **Idle Progression**: Cats generate passive bonuses or coins based on happiness and playtime.
* **Seasonal Events**: Limited-time dungeons, rare cats, and themed furniture for holidays and seasons.

**Multiplayer Co-op Features**

* Up to **2 players can collaborate** in real-time over the internet or local network.
* Players **share the same backyard** but can divide tasks (e.g., one focuses on crafting while the other raids dungeons).
* Dungeon raids are co-op enabled, with **shared extraction goals**, **revive mechanics**, and **loot splitting**.
* Cosmetic customizations allow each player to personalize their side of the yard or avatar.

**Progression & Win Condition**

* The game progresses as players **unlock new backyard areas**, **attract rarer cats**, and **upgrade yard features**.
* While there’s no strict "win" condition, progression is defined through:
  + Expanding the entire yard
  + Completing the **Catdex** collection
  + Upgrading all toy and structure tiers
  + Clearing high-level dungeon challenges

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# II. GAME PLAY MECHANICS

**1. Base Level (Home & Yard)**

The **Base Level** is the player’s primary home and cat sanctuary. It has two main zones:

**A. The House**

* **Living Room**: Includes a bedspace, kitchen, and **Workbench**.
* **Garage Room**: Houses the player’s **Tank Machine** used in dungeon raids.
* **Player Avatar** roams freely in top-down view.
* **Workbench**: Used to craft special ammo and upgrade the **yard space**.
* **Customization Menus**:
  + **Tap on Avatar**: Opens a **clothing customization menu**.
  + **Tap on Tank Machine**: Opens **tank upgrade/customization menu**.
  + **Tap on Yard**: Opens **yard layout and toy placement customization**.
  + **Tap on Pet Cats**: Zooms into the selected cat and offers two interactions:
    - **Play** (small animation)
    - **Gift** (give item or treat to improve relationship/happiness)

**B. The Yard**

* The central hub for cats to roam and interact.
* Players can **place toys**, **expand land**, and **attract new cats** here.
* Yard expansion and toy placement affect cat behavior and attraction rate.

**2. Town Level (Preparation & Shops)**

The **Town Level** acts as the staging area before dungeon raids and the primary location for shopping and upgrading outside the home.

**Key Locations:**

* **Headquarters**:
  + Accept and manage **missions & quests**.
  + **Start dungeon raids** from this location.
* **Quartermaster Warehouse**:
  + Sells **weapon parts**, **ammo**, and **raid gear**.
* **Mechanic Workshop**:
  + Repairs **tank health**.
  + Upgrades **tank potions**, **shield capacity**, etc.
* **Furniture Store**:
  + Sells **decorative furniture** for the house and yard (affects cat attraction rate and style customization).

Players move between these buildings on foot or via a fast travel interface.

**3. Dungeon Level (Loot Extraction Mode)**

Dungeon raids are procedurally generated combat levels focused on loot and progression.

**Structure:**

* Made up of **4–5 randomly generated level chunks**.
* Each chunk contains:
  + A **wave of enemies**.
  + A **locked chest** (unlocks after clearing the wave).
  + A **portal** to proceed to the next chunk.
* Final chunk includes a **level boss**:
  + Defeating the boss opens a portal to return.
  + Rewards include **loot**, **crafting materials**, and **blueprints** for new cat toys, ammo, or tank parts.

Dungeon runs are time-limited and reward risk vs. reward decision-making.  
**4. Progression Systems**

The game features layered progression across multiple gameplay areas:

**A. Cat Progression (Collection & Bonding)**

* Players can collect cats by crafting toys, decorating the yard, and increasing overall yard appeal.
* **Catdex System**: Tracks all cats encountered, adopted, and bonded with.
* **Bonding Levels**:
  + Increase through daily play or gifting.
  + Unlock cosmetic gear for cats or passive bonuses (e.g., yard bonuses, faster crafting).

**B. Player Level & Skills**

* Players earn **XP** from dungeon runs, quests, and cat interactions.
* Leveling up grants **Skill Points** which can be spent on:
  + Movement speed
  + Loot magnet range
  + Interaction efficiency
  + Dungeon passive perks

**C. Yard Expansion**

* Expand yard space using resources gathered from dungeon raids.
* Unlock new terrain types (grass, sand, water), allowing specialized toys or cats.
* Higher yard levels increase passive coin income and rare cat visits.

**D. Dungeon Unlocks**

* Completing missions and quests unlocks:
  + New dungeon biomes (e.g., forest, ruins, desert)
  + Harder enemies and boss variants
  + Better loot and rare blueprint drops

**5. Upgrade Trees**

Each core area (Tank, Yard, Avatar) has its own upgrade tree:

**A. Tank Upgrade Tree**

* **Armor**: Increases health and reduces damage taken.
* **Main Weapon**: Increases damage, fire rate, and bullet types (e.g., bouncing, piercing).
* **Support Modules**: Adds turrets, drone helpers, or deployable cover.
* **Skill Slots**: Unlocks ability to carry and equip new skills (shield, teleport, missile barrage).

**B. Yard Upgrade Tree**

* **Capacity**: Allows more toys or cats in the yard at once.
* **Decoration Boosts**: Increases cat attraction rate or mood.
* **Toy Tech**: Unlocks interactive toys with effects (e.g., XP boosts, loot bonuses).
* **Auto-Care**: Adds auto-feeders or auto-cleaners for idle progression benefits.

**C. Avatar Customization Tree**

* **Clothing Unlocks**: Gain access to new outfits and visual styles.
* **Interaction Upgrades**: Reduces cooldowns on play/gift actions.
* **Passive Buffs**: Increases crafting speed or chance of attracting rare cats.

**6. Multiplayer Mechanics**

**Multiplayer Co-op** allows up to **2 players** to team up for base sharing, co-op dungeons, and optional trading features.

**A. Visiting & Shared Base Interaction**

* Players can **visit each other’s bases** to explore, interact with cats, and view customization setups.
* While visiting, players can:
  + Interact with yard objects and toys.
  + Gift or play with the other player’s cats (with permission toggle).
  + Leave messages or decorative items as mementos.

**B. Co-op Dungeon Raids**

* **Session-Based Matchmaking**: The **host player** initiates the dungeon session; **clients join** before entry.
* **Synced Dungeon Chunks**: Players progress through dungeon levels **together in real time**; all enemies and events are synchronized.
* **Revive System**: Players can **revive each other** when downed, using:
  + A cooldown-based revive (e.g., once per chunk).
  + **Consumable revive items** found in town or dungeons.

**C. Loot & Rewards**

* **Shared Loot Rules**:
  + Loot drops are instanced but **split evenly** for key rewards like chests or bosses.
  + Material pickups may be instanced (each player gets their own drop).
  + Players can vote on loot sharing for rare blueprints or pet-related items.

**D. Trading System (Optional Feature)**

* Players may **trade certain non-premium items**, such as:
  + **Cat toys**
  + **Crafting resources**
  + **Furniture or decorations**
* Trade limits can be set per session to maintain game balance.

# III. CAMERA

* **Top-down isometric or 2.5D perspective**
* **Adjustable zoom (pinch or mouse scroll)**
* **Camera follows player during dungeon, fixed in home base.**

# IV. CONTROLS

**Mobile Touch Controls (Default for Mobile Devices)**

* **Tap to Interact**: Select pets, avatar, tank, furniture, yard objects.
* **Pinch to Zoom**: Zoom in/out in the yard or town.
* **Swipe Drag**: Move camera around the scene.
* **On-Screen Buttons** (for dungeon gameplay):
  + **Virtual Joystick** – Move tank in top-down view.
  + **Fire Button** – Shoot main weapon.
  + **Skill Buttons** – Activate equipped skills (max of 2).
  + **Menu Button** – Access pause, inventory, or return to base.

**Keyboard Controls (for PC or Web Builds)**

* **W / A / S / D** – Move avatar or tank (top-down 2D movement).
* **Mouse Left Click** – Fire bullets during dungeon raid.
* **F** – Interact with objects (e.g., pets, tank, yard).
* **Q / E** – Activate Skill 1 / Skill 2.
* **Tab or I** – Open inventory.
* **ESC** – Pause or open menu.

# V. SAVING AND LOADING

* Auto-save on zone exit (home, dungeon, town)
* Cloud sync (optional)

# VI. INTERFACE SKETCH

**To do**: Placeholder:

* Home Screen: Avatar + Yard + Cats roaming
* HUD: Health, Ammo, Currency, Mini-map (Dungeon)
* Radial interaction menu (hold tap or click)

# VII. MENU AND SCREEN DESCRIPTIONS

Partially covered — further details to add:

* Main Menu: Play, Settings, Catdex, Multiplayer
* In-game Menu: Inventory, Upgrades, Settings
* Co-op: Invite, Trade, Ready Up, Vote Loot (Dungeon)

# VIII. GAME WORLD - CREATIVITY!

Covered via sci-fi setting + cozy elements

* Home and Yard = lush but tech-infused (robot vacuums, plasma fishbowls)
* Dungeon biomes = Derelict labs, jungle-infested stations, sand-covered ruins

# IX. LEVELS

**To do**:

* Define 3–5 example dungeon **biomes**
* Each has 4–5 chunks with different hazards
* Final chunk = Boss Fight (e.g., rogue AI tank, giant mech-drone)

# X. GAME PROGRESSION

**1. Cat Progression (Collection & Bonding)**

* Attract and collect cats via toys, decorations, and yard expansions.
* **Catdex**: Tracks all encountered and adopted cats.
* **Bonding System**:
  + Improve bonds through play and gifting.
  + Unlocks passive perks and cosmetic gear for cats.

**2. Player Progression**

* Earn **XP** through dungeons, quests, and interactions.
* Leveling up grants **Skill Points** for core stat improvements:
  + Movement speed
  + Loot magnet range
  + Dungeon bonuses
  + Interaction efficiency

**3. Yard Progression**

* Expand yard using dungeon-earned resources.
* Unlock new terrain types (e.g., grass, sand, water).
* Higher levels allow:
  + More cats
  + Passive coin income
  + Specialized toy placement

**4. Dungeon Progression**

* Complete missions to unlock:
  + New **biomes** (e.g., ruins, caves, forest)
  + Stronger enemy types
  + New dungeon mechanics (e.g., traps, elite waves)
  + Rarer loot and crafting materials

# XI. CHARACTERS

Player Avatar:

* Customizable outfits
* Upgrade tree for interaction and passive buffs

# XII. NON-PLAYER CHARACTERS

**To do**:

* Add 2–3 Town NPCs:
  + Quartermaster (sells gear)
  + Mechanic (tank upgrades)
  + Cat Researcher (gives Catdex quests)

# XIII. ENEMIES

* Drones, mechs, turrets, and AI robots
* Vary per biome: jungle bots, lava mechs, etc

# XIV. WEAPONS

* Main cannon: Standard, explosive
* Side modules: homing missiles, pulse mines, shield

# XV. ITEMS

* Ammo, Crafting Parts, Upgrade Materials
* Toys and Decorations for yard

# XVI. ABILITIES

Tank special skills:

* Shield Bubble
* Drone Swarm
* EMP Blast

# XVII. VEHICLES

Tank machine = main player vehicle

* Used only in dungeon raids
* Upgradable weapon + defense system

# XVIII. SCRIPT

**To do**: Optional story content

* Opening: You wake up in a ruined cat sanctuary and must rebuild
* Mission dialogue: From NPCs like HQ Commander or Catdex Scientist

# XIX. SCORING

**To do** (if applicable):

* Dungeon rating per run:
  + Time, loot collected, deaths, boss defeated
* Optional: Cat happiness score per day

# XX. PUZZLES/MINI-GAMES

**To do** (optional ideas):

* Yard Puzzle: Rearrange toys in correct layout for mood bonus
* Dungeon Trap Bypass: Timing-based mini-game to disarm laser doors
* Toy Building: Interactive assembly station

# XXI. BONUSES

# XXII. CHEAT CODES

# XXIII. SOUND INDEX

[ Include an index of all your sound clips]

# XXIV. STORY INDEX

[ Outline your game story here]

# XXV. ART / MULTIMEDIA INDEX

[ Include an index of all your graphic and video assets here]

# XXVI. DESIGN NOTES

[ Include additional design notes here]

# XXVII. FUTURE FEATURES

[ Include any future features that are planned to be implemented]